

Uncivil Engineering

A Game of Constructive Interference

Play as rival construction firms working for a mad land developer who wants several midrise buildings constructed NOW, thank you very much — regardless of what goes in them... or doesn't.

- Claim your stake in the buildings.
- Fight for control of limited space within the floors of multiple buildings at once.
 - » Score with block placement
 - » Cut off other players by covering their blocks
 - » Score bonus points by making horizontally- or vertically-linked groups in your color
- Read the table and determine which way your opponents will jump and keep them guessing at your plan.
- Achieve the high score before the last floor is built.



Highlights

- Three-Dimensional
- Strategic Competition
- Secret Worker Management
- Unexpected Strategies
- Low Downtime
- High Replayability

Components

- 72 Building Suites in 4 colors
- 68 1cm cubes in 4 colors
- 8 15mm disks in 4 colors
- 1 Transparent chip
- 7 Building site boards
- 4 Player mats; 4 player screens
- 1 Scoreboard
- 1 Floors Completed track

